TITAN ATTACK SEQUENCE

1. Declare Attack and Active Weapon

COMMIT	(63)
QUANTUM	(8, III)
RANGED X-Y	(66)
REACH X	(66)

2. Raise Rage and Check Priority Target

3. Attack Roll

ATTACK RE-ROLL X	(63)
DEADLY	(63)
MASTERWORK	(7, II)
SPIRAL X	(8, III)

1ST 4. First Ability Window

AUTO-BLACK X	(8, III)	PULL X	(65)
AUTO-BREAK X	(63)	PUSHBACK X	(65)
DAZE	(7, II)	SACRIFICE	(67)
INSPIRE X	(7, II)	SPOTLIGHT	(67)
PROVOKE	(65)	VAULT	(67)

BP 5. Draw BP Card

ATEMPORAL	(9, III)
HARDENED	(7, II)
HEARTSEEKER	(63)
PRECISE	(7, II)
PRISONERS	(7, II)

TITAN ATTACK SEQUENCE

6. Power Roll

6.1. Create the Power Pool

ADDITIONAL POWER DIE	(TITAN)
ADDITIONAL DIE IMPROVEMENT	(TITAN)
ARMOR-PIERCING	(7, II)
RAW POWER X	(TITAN)

6.2. Roll the Dice

6.3. Power Re-rolls

POWER RE-ROLL X	(65)

6.4. Use Potentials

ASSIST X	(8, III)
CLUTCH	(8, III)
SUCCOR	(8, III)

6.5. Resolve the Power Roll

CARVING X	(63)
COMBINED ATTTACK	(9, III)
SUPPRESS	(8, III)
• AI SUPPRESS	
• BP SUPPRESS	
TRICK	(8, III)
• FAIL TRICK	
• WOUND TRICK	

7. Primordial Responses

8. Wounds and Escalation

TITAN ATTACK SEQUENCE

9. Clear the Kratos Pool

PASS X	(8, III)
GREATER PASS X	(8, III)

2ND 10. Second Ability Window

BLACK X	(7, II)	OPENING X	(64)
BREAK X	(63)	OVERBREAK X	(65)
CUMBERSOME	(63)	PULL X	(65)
DAZE	(7, II)	PUSHBACK X	(65)
DIVERSION	(63)	REPOSITION X	(66)
ELATION X	(63)	ROUSE X	(7, II)
FIRE X	(7, II)	TIRELESS	(67)
HOPE X	(8, III)	VAULT	(67)
MOTIVATE X	(64)		

After Attack

PERISHABLE	(7, II)

Free Actions

Abilities

BURDEN X	(8, III)	SOLACE	(67)
HIDE	(63)	SUPPRESS	(67)
REWIND	(8, III)	• AI SUPPRESS	
SCALE	(8, III)	• BP SUPPRESS	
SHADED	(8, III)	TRANSFORM	(7, II)

MOVEMENT

Voluntary and Involuntary

KEYWORD	TRIGGER	
BYPASS		(63)
CRASH	OBSTACLE	(63)
DISPLACE		(63)
JUMP • ADVANCED JUMP	START OF ANY MOVEMENT	(7, II)
KNOCKBACK X		(63)
KNOCKDOWN	CRASH	(64)
LIFELINE	CHASM	(64)
LUMBERING		(64)
PULL X		(65)
PUSHBACK X		(65)
REWIND		(8, III)
ROCKSTEADY	KNOCKDOWN	(67)
ROLL OUT	KNOCKDOWN	(7, II)
RUSH • IMPROVED RUSH		(67)
STALWART	KNOCKBACK	(67)
TELEPORT		(5, III)
TEMPORAL REFLEX	CRASH UNAVOIDABLE KNOCKBACK	(8,III)
TUMBLE	CRASH	(67)
FORCED VAULT		(67)

RESOLVING AN AI CARD

AI 1. Draw AI

2. Targeting

3. Movement

4. Attack

4.1 Evasion Roll

BLOCK X	(63)
DODGE	(63)
DOOMED	(63)
HIDE	(63)

4.2 Attack Consequences

AMBROSIA LIMIT X/+X	(63)	LABYRINTH X	(4, I)
ARMOR RE-ROLL X	(7, II)	LASER RESISTANCE X	(8, III)
AWAKENING LOCK	(8, III)	REINFORCE X	(66)
BLEEDING X	(8, III)	• ADVANCED REINFORCE X	
BLEEDING LIMIT X/+X	(8, III)	• SUPERIOR REINFORCE X	
BURN	(7, II)	REWIND	(8, III)
DEATH X	(8, III)	SECOND CHANCE	(67)
ESCALATE X	(63)	TIME-CLOCKED	(8, III)
FATE ARMOR	(8, III)	TRICK	(8, III)
HEAL	(63)	• TRAUMA TRICK	

5. After Attack

Reactions

COMBO-BREAKER: X SPACES	(7, II)
• SELF COMBO-BREAKER: X SPACES	
REFLEX	(66)
• ADVANCED REFLEX	
• SUPERIOR REFLEX	

BATTLE SEQUENCE

Battle Preparations

ARGONAUT POSSESSION	(65)
ASCENDED	(63)
EVOLVING	(7, II)
TITAN POSSESSION	(65)
UNIQUE	(65)

1. Primordial Round

1.1 Start of Primordial Round

1.2 Draw and Resolve AI Card

1.3 End of Primordial Round

2. Titan Round

2.1 Start of Titan Round

2.2 Start of Titan Turn

- Check Conditions (start and end of turn)
- Free Actions (before 1st or 2nd actions)
- Movement Action
- Attack Action

2.3 End of Titan Turn

HIDE	(63)

2.4-2.9 2ND, 3RD, and 4TH Titan Turns

2.10 End of Titan Round

End of Battle

FRONTLINES	(63)